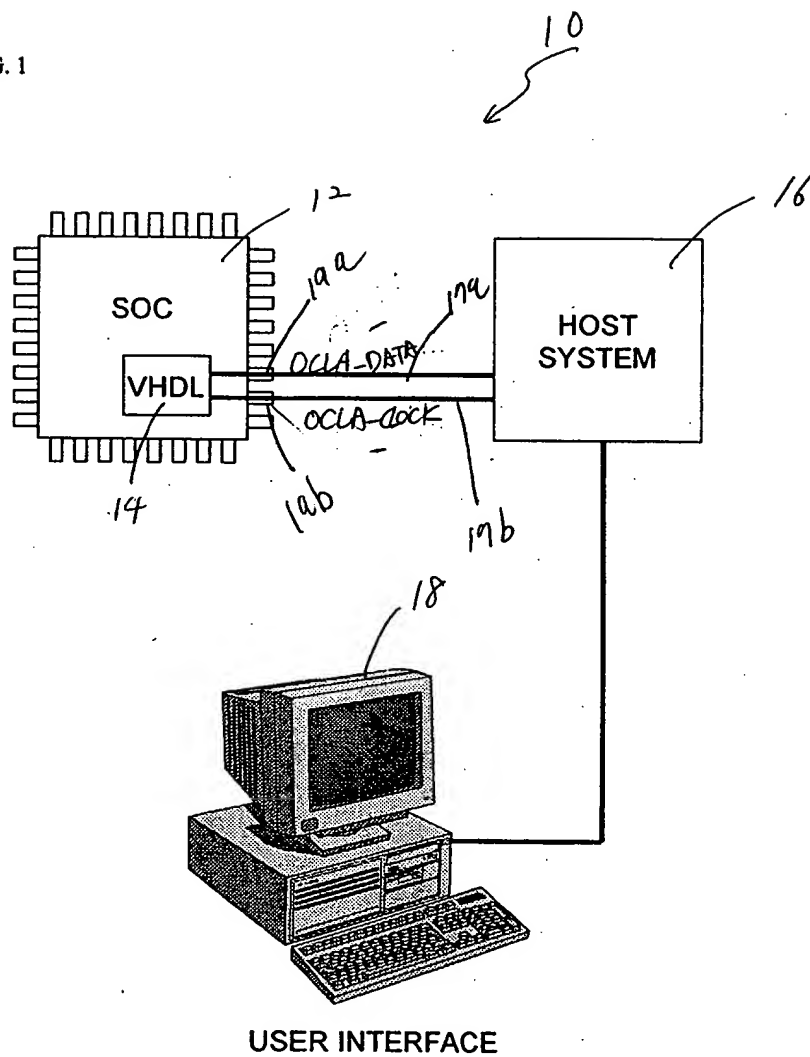


**Schubert's "The Fish"**

FIG. 1

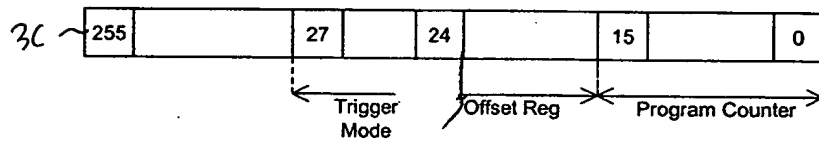
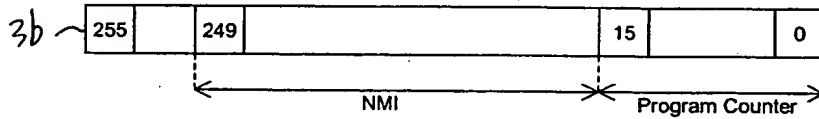
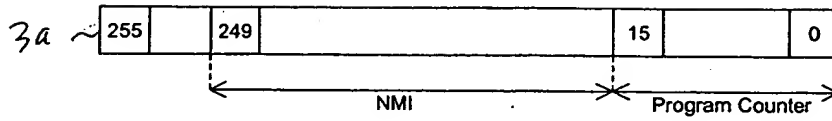


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FIG. 3



3d ~

Trigger Modes	4 Bits
Trigger on A	"0000" h
Trigger on B	"0001" h
Trigger on A or B	"0010" h
Trigger on A Then B	"0011" h
Trigger on B Then A	"0100" h
Trigger on A or B	"0101" h

3e ~

Extra Data Bus Mux Selection	4 Bits
Data Write Address & Data Write	"0000" h
External Data Bus Mux	"0001" h

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FIG. 4A

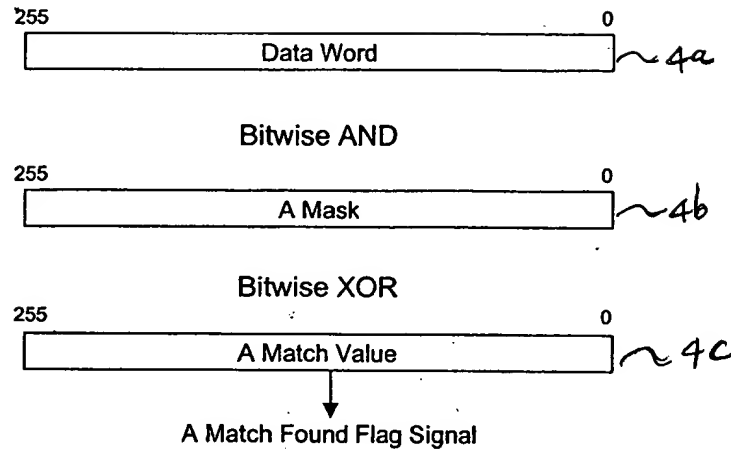
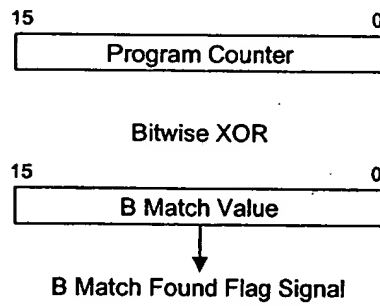


FIG. 4B

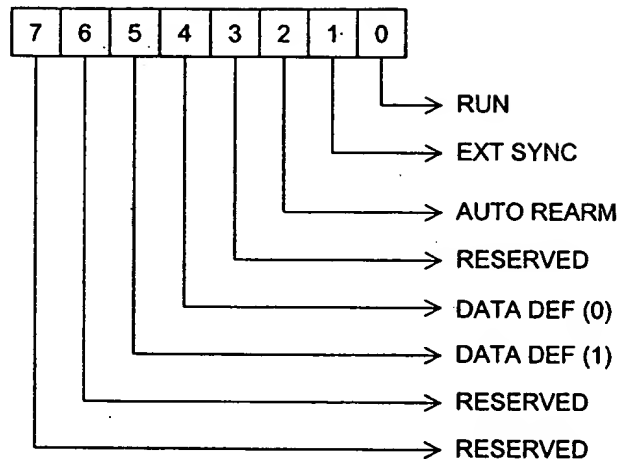


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A block diagram showing a central rectangular block labeled "Digital Filter". A dashed horizontal line with arrows at both ends passes through the center of the block. Below the left end of this line is the text "Software Trigger Point A (PC\_Value\_1)" with a vertical dashed arrow pointing up to the line. Below the right end of the line is the text "Software Trigger Point A (PC\_Value\_2)" with a vertical dashed arrow pointing up to the line. A handwritten number "50" with a curved arrow points to the top of the "Digital Filter" block.

PC	Label	Label
1000	PC_Value_1	LOAD input into a DSP Register
1002	1002	LOAD starting point of addressing registers
1004	1004	LOAD repeat loop register with N
1006	1006	CLEAR multiply accumulate register
1008	1008	MULTIPLY-ACCUMULATE N times, update pointers
100A	100A	SHIFT to normalize result
100C	PC_Value_2	STORE result

FIG. 6



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